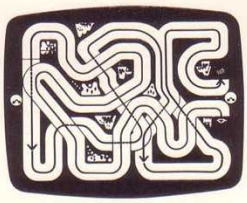
WIPEOUT

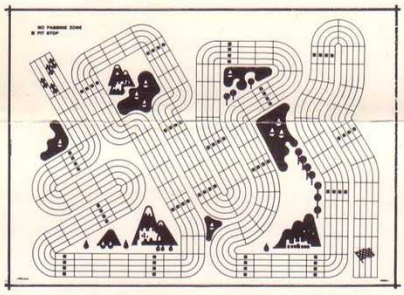
. . . advance your car along the game board as you complete your laps. You must be fast, but also accurate, as you are timed and penalized by the timer light. (For 2 to 4 players)

GAME AIDS

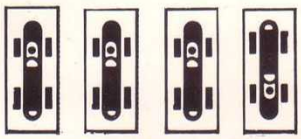
GAME CARD #5



GAME OVERLAY

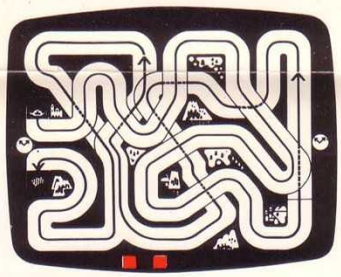


WIPEOUT GAME BOARD



WIPEOUT CAR TOKENS (4)

25 PIT STOP CARDS



A

PLAYER LIGHTS POSITIONED AT BOTTOM OF THE SCREEN.

SET UP

1. Insert GAME CARD #5 into the Master Control Unit. (If two player lights are not visible, press either of the RESET buttons. Should both player lights still not be visible, rotate the VERTICAL and HORIZONTAL Player Controls to bring the players on to the screen.)

2. Turn the SPEED Control on your Master Control Unit to the LEFT, which is the slowest setting.

3. Both players should set their ENGLISH Controls to the upright center position.

4. Both players should position their lights at the bottom of the screen. (ILLUST. A)

5. Both players should alternate pressing their RESET button to get the ball (Timer Light) off to the right side of the screen.

6. Place the WIPEOUT Overlay on the screen.

7. The left player, Player 1 is the TIMER. The TIMER positions his light in the clock located on the left side of the game overlay (ILLUST. B). The TIMER'S player control unit will not be used again for the remainder of the game and therefore, should be placed to one side.

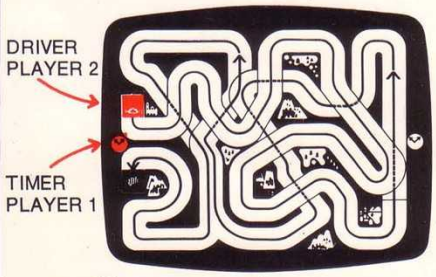
8. The right player, Player 2 is the DRIVER. The DRIVER positions his light at the starting line on the game overlay (ILLUST. B).

9. All players should select their Car Token and place it on the WIPEOUT GAME BOARD at the START line. (ILLUST. C)

10. Shuffle the PIT STOP cards and place them beside the WIPEOUT GAME BOARD.

PREPARATION FOR PLAY

TIMER: The TIMER should take the PLAYER CONTROL #2 from the DRIVER and press the RESET button to activate the Timer Light. The Timer Light will enter the screen from the right side. Adjust the ENGLISH Control on Player Control #2 so that the Timer Light hits the TIMER who is positioned on the left side of the game overlay. When the Timer Light hits the TIMER, it will bounce back to the right side. (ILLUST. D) When the Timer Light moves just off the screen on the right side, the DRIVER'S RESET button is again pressed to reactivate the Timer Light. Each time the RESET button is pressed, one lost lap is accumulated and one round trip of the Timer Light is considered to be completed. This procedure is repeated continually by the TIMER throughout each race.



B

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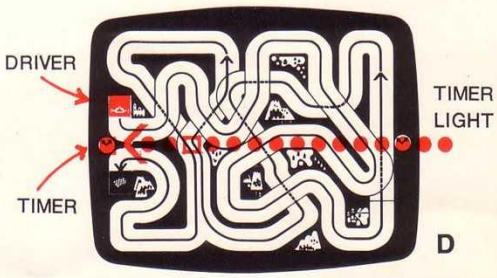
C

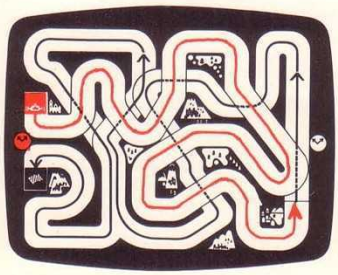
CAR TOKENS ON GAME BOARD START LINE.



D

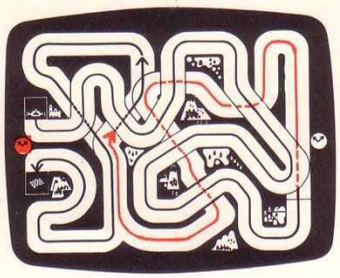
TIMER LIGHT COMES ON SCREEN AND IS GUIDED TOWARDS THE TIMER.

DRIVER: The first player to be the DRIVER should take possession of the PLAYER CONTROL #2. Using only the VERTICAL and HORIZONTAL Controls, practice driving the course. The DRIVER *must* follow the white center line through the RED ROAD on to the ORANGE ROAD and then to the YELLOW ROAD which ends at the finish line. (ILLUST. E, F, AND G)



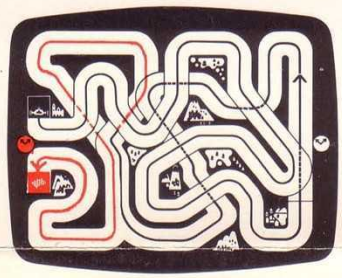
E

START ON RED ROAD . . .



F

CONTINUE ON ORANGE ROAD . . .



G

GO ON TO YELLOW ROAD AND THEN TO FINISH LINE.

PLAY

The Player Control Unit #2 must be positioned on a table or the floor so that it is convenient to both the TIMER and DRIVER. The DRIVER must be able to operate the HORIZONTAL and VERTICAL Controls while viewing the game overlay. The TIMER must have easy access to the RESET button so that the Timer Light can be kept in motion during the race.

The race begins when the TIMER presses the RESET button to activate the Timer Light. The DRIVER who is positioned at the START LINE, on the game overlay, then proceeds on to the course.

The TIMER must keep the Timer Light moving back and forth across the screen as explained in PREPARATION FOR PLAY. Each round of the Timer Light counts as one lost lap for the DRIVER. The lost laps are added aloud by the TIMER during the race.

A WIPEOUT will occur when the DRIVER collides with the Timer Light. Both the DRIVER'S light and the Timer Light will extinguish from the screen. The race resumes with the TIMER pressing the RESET button. The DRIVER continues his run from the point of WIPEOUT.

SCORING

Each DRIVER begins each run with 30 LAPS. The DRIVER loses LAPS as the following occurs:

1. Each round trip of the Timer Light scores as 1 Lost Lap.

2. Each time the DRIVER leaves the track (the DRIVER'S light leaves the center line) scores 2 Lost Laps.

3. Each time a WIPEOUT occurs it counts as 5 Lost Laps.

When the DRIVER crosses the finish line, the Timer Light is stopped. The TIMER then subtracts the DRIVER'S total number of Lost Laps from the 30 Laps he had at the start of the race. The number of Laps that remain is the number of spaces the DRIVER is permitted to advance his Car Token on the WIPEOUT GAME BOARD. EXAMPLE: DRIVER starts the race with 30 LAPS. During his race around the track on the game overlay, he accumulates 12 LOST LAPS. 30 LAPS −12 LOST LAPS = 18 LAPS. The DRIVER is now permitted to move his car token 18 spaces on the GAME BOARD.

WIPEOUT GAME BOARD PROCEDURE

On the WIPEOUT GAME BOARD, the DRIVER will encounter white NO PASSING ZONES and red PIT STOP areas. If a car token stops on a white NO PASSING ZONE, no other car may pass him while he remains there. If a car token stops on a red PIT STOP area, the DRIVER must draw the top card from the PIT STOP deck and follow the instructions on the card before play is resumed on the game overlay. When the instructions have been completed, the card must be returned to the deck.

Play resumes as the DRIVER now becomes the new TIMER. A new DRIVER positions the DRIVER light at the START LINE on the game overlay. The Timer Light is activated and the race is on.

WINNER

The first player to cross the finish line, indicated by the flag on the WIPEOUT GAME BOARD, wins the race. If two or more players cross the finish line on the same turn, the one who goes over with the most number of spaces is considered to be traveling at the higher speed and is thus declared the winner.